

ABSTRACT

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5 A gaming system is provided with biometric facilities for identifying or verifying the identity of a player or perspective player. In one aspect reference biometric data is stored in a portable biometric data storage device such as a smart card, PCMCIA card or the like and is preferably left in the possession or control of the individual or individuals to whom the biometric data relates. The reference biometric data is read in individual gaming terminals and compared, in individual gaming terminals to measured biometric data of a player or perspective player. In one aspect, gaming terminals use biometric verification or indication to implement a practical and feasible cashless gaming terminal.

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